

## TITLE 65 STATE LOTTERY COMMISSION

**Emergency Rule**  
LSA Document #11-60(E)

DIGEST

Temporarily adds rules concerning pull-tab game number 0034. Effective February 4, 2011.

SECTION 1. The name of pull-tab game number 0034 is "Shiny Diamonds".

SECTION 2. Tickets in pull-tab game number 0034 shall sell for twenty-five cents (\$0.25) per ticket, unless otherwise adjusted by temporary price reductions or other promotional activities conducted or authorized by the commission.

SECTION 3. (a) Each ticket in pull-tab game number 0034 shall contain a total of nine (9) play symbols arranged in a matrix of three (3) rows and three (3) columns. Each row shall be covered with a tab.

(b) Each play symbol includes a caption that corresponds with and verifies the play symbol as follows:

**WINNING play symbols:**



**NONWINNING play symbols:**



(c) If a question arises as to a play symbol, the play symbol caption will be used for final clarification.

SECTION 4. A prize winner in pull-tab game number 0034 is determined by opening the three (3) tabs located on the back of the pull-tab ticket. Follow the magenta arrows to match symbols in any vertical, horizontal, or diagonal row to win the designated prize as follows:

(1) Match one (1) " (DIAMOND), one (1) " (RING), and one (1) " "



(DIAMOND) and the ticket may be redeemed for a prize of fifty dollars (\$50).

(2) Match one (1) " (DIAMOND), one (1) " (CHERRIES), and one (1) " "






(DIAMOND) and the ticket may be redeemed for a prize of five dollars (\$5).

(3) Match one (1) " (DIAMOND), one (1) " (PEARLS), and one (1) " "



(DIAMOND) and the ticket may be redeemed for a prize of one dollar (\$1).

(4) Match one (1) "  " (DIAMOND), one (1) "  " (SEVEN), and one (1) "  "



(DIAMOND) and the ticket may be redeemed for a prize of twenty-five cents (\$0.25).

SECTION 5. (a) The possible winning prize combinations are as follows:

Hoosier Lottery - Prize Structure							
0034 - Shiny Diamonds							
12/17/10 2:07 PM							
* Total Ticket Quantity	Ticket Price	Gross Sales		Prize Payout Dollars	Prize Payout Percentage	Overall Game Prize Payout Percentage	
1,008,000	\$0.25	\$252,000		\$160,500	63.69%	63.69%	
Get:	Prize Winner	Odds of Winning 1 in: **	Winners in 672 (Per pack)	Prize Payout (Per Pack)	Winners in 1,500 Packs	Prize Payout Per Game	Percent of Prize Payout ***
Diamond + Ring + Diamond	\$50.00	672.00	1	\$50.00	1,500	\$75,000	46.73%
Diamond + Cherries + Diamond	\$5.00	336.00	2	\$10.00	3,000	\$15,000	9.35%
Diamond + Pearls + Diamond	\$1.00	26.88	25	\$25.00	37,500	\$37,500	23.36%
Diamond + Seven + Diamond	\$0.25	7.64	88	\$22.00	132,000	\$33,000	20.56%
	Total	5.79	116	\$107.00	174,000	\$160,500	100.00%
* Ordered quantity is 1,000,000 ** Each pack will use this distribution. *** Numbers are rounded.							

Total value of all prizes\*: \$160,500

Overall odds: 1 in 5.79

Approximate print quantity: 1,008,000 (+/-5%)

(b) The actual quantity of tickets will vary from the approximate print quantity of tickets within a range of minus five percent (-5%) to plus five percent (+5%). The actual number of prizes and the odds for each prize amount will vary depending on the actual quantity of the tickets.

(c) If the print quantity is changed during production of this game or due to subsequent reorders of the game, the ratio of prizes and total value of all prizes to the print quantity will be proportionately maintained so that the overall odds and prize payout percentage will approximate the values provided in subsection (a).

SECTION 6. This document expires sixty (60) days after the last claim date in pull-tab game 0034.

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